We claim:

1.   A method for displaying a narrative on a client device comprising:

retrieving from a repository a first collection of non-BME scenes and a second collection of non-BME scenes, the repository including a browseable narrative that includes said first collection and said second collection;

executing a first display instruction wherein at least a portion of said first collection is displayed;

executing a link; and

executing a second display instruction wherein at least a portion of said second collection is displayed.

2.   The method of claim 1, wherein at least one of said first collection and said second collection of non-BME scenes includes a dynamic non-BME scene.

3.   The method of claim 1, wherein executing one or both of the first display instruction and executing the second display instruction includes:

displaying a third collection of non-BME scenes upon the occurrence of a condition specified in said second collection.

4.   The method of claim 1, wherein the repository includes a plurality of links, and executing a link includes executing a link from the repository.

5.   The method of claim 1, wherein executing a link includes formulating a link.

6.   The method of claim 1, wherein executing a link includes receiving a user instruction to execute a link.

7.   The method of claim 1, wherein executing a link includes determining whether a link condition has occurred.

8.   The method of claim 1, wherein executing a link includes receiving user inputs and selecting or formulating links based on the received inputs.

9.   A method for displaying a narrative on a client device comprising the steps of:

executing a display instruction to display at least a portion of a primary collection of non-BME scenes;

executing a plurality of links; and

executing a display instruction to display at least a portion of each of a plurality of secondary collections of non-BME scenes retrieved by executing links,

wherein said primary collection of non-BME scenes and each of said plurality of secondary collections of non-BME scenes are stored in a repository.

10.   The method of claim 9, wherein at least one of the collections of non-BME scenes stored in the respository includes a dynamic non-BME scene.

11.   The method of claim 9, wherein the repository includes a plurality of links, and executing a link includes executing a link from the repository.

12.   The method of claim 9, wherein executing a link includes formulating a link.

13.   The method of claim 9, wherein executing a link includes receiving a user instruction to execute a link.

14.   The method of claim 9, wherein executing a link includes determining whether a link condition has occurred.

15.   The method of claim 9, wherein executing a link includes receiving user inputs and selecting or formulating links based on the received inputs.

16.   A method for displaying a narrative on a client device comprising:

retrieving from a repository a first browseable, non-linear collection of scenes and a second browseable, non-linear collection of scenes;

executing a first display instruction wherein at least a portion of said first collection is displayed;

executing a link; and

executing a second display instruction wherein at least a portion of said second collection is displayed.

17.   The method of claim 16, wherein at least one of said first browseable, non-linear collection and said second browseable, non-linear collection includes a dynamic non-BME scene.

18.   The method of claim 16, wherein executing one or both of the first display instruction and executing the second display instruction includes:

displaying a third browseable, non-linear collection of scenes upon the occurrence of a condition specified in said second collection.

19.   The method of claim 16, wherein the browseable, non-linear collections of scenes are stored in a repository, wherein the repository includes a plurality of links, and wherein executing a link includes executing a link from the repository.

20.   The method of claim 16, wherein executing a link includes formulating a link.

21.   The method of claim 16, wherein executing a link includes receiving a user instruction to execute a link.

22.   The method of claim 16, wherein executing a link includes determining whether a link condition has occurred.

23.   The method of claim 16, wherein executing a link includes receiving user inputs and selecting or formulating links based on the received inputs.

24.   A client device comprising a processor coupled to a memory, wherein the client device is configured to perform the steps of:

retrieving from a repository a first collection of non-BME scenes and a second collection of non-BME scenes, the repository including a browseable narrative that includes said first collection and said second collection;

executing a first display instruction wherein at least a portion of said first collection is displayed;

executing a link; and

executing a second display instruction wherein at least a portion of said second collection is displayed.

25.   An article comprising:

a computer readable storage medium having stored thereon a computer executable program for performing the steps of:

retrieving from a repository a first collection of non-BME scenes and a second collection of non-BME scenes, the repository including a browseable narrative that includes said first collection and said second collection;

executing a first display instruction wherein at least a portion of said first collection is displayed;

executing a link; and

executing a second display instruction wherein at least a portion of said second collection is displayed.